

FOOTBALL

Explain the socio-cultural factors that influenced mob football and state how one of these factors continues to influence football today.

(5)

Socio-cultural factors	Mob football characteristics
1. limited transport and/or communications	Local/localised rules
2. illiteracy/no NGBs/uneducated	simple unwritten rules or limited organisation/un-codified
3. reflection of life and time/harsh society/lack of policing	violent or dangerous
4. seasonal time/free time on Holy Days or annual holiday or lack of spare/free time	Occasional or festival
5. agricultural/before industrial revolution/before migration to towns/population centred on village or county town life	Rural or natural
6. Lack of facilities/equipment or lack of technology or poverty	Simple or inexpensive to play
7. Rags to riches/increase income	wagering
8. two class society/feudal system	played by lower class (males)
How one socio-cultural factor continues to impact.... Sub max 1 for one of:	
9. transport eg not having a car so unable to get to facility	
10. education eg encouraged to pursue a healthy active lifestyle which might include playing football	
11. reflection of society eg impact of recession limiting finance but possibly giving time due to unemployment	
12. time eg working long hours and unable to get to training	
13. money/income eg unemployed and unable to afford kit or join club / can play in it simplest form without expense.	
14. Technology – e.g. improved equipment to better performance	

Explain socio-cultural factors that influenced mob football and explain the impact of transport on football as a rational recreation.

(5)

Nature/characteristic of mob football	Influential social/cultural factor (sub max 3)
1 Local	Limited transport or communications
2 Simple unwritten rules	(widespread) illiteracy
3 Violent	Nature of society (which was hard/violent)/harsh conditions
4 Occasional	Links with Holy days or holidays or feast days eg Shrove Tuesday, New Year etc/due to seasonal time Do not accept – lack of time on own
5 Popular/lower class	Two class society/feudal system
6 Rural	Before migration to towns/before industrial revolution
7 Wagering	Chance of going from rags to riches/to add excitement/chance to show status or wealth
8 Simple/natural	No purpose built facilities
Explain the impact of improved transport on the development of association football as a rational game between 1850 and 1900. (Sub max 2)	
9 (assessment of impact) (significant)	(Improved transport) had a significant impact on the development of association football
10 (evidence) (travel)	(Improved transport) • enabled teams to travel further (in a shorter time)
11 (afford)	• ...at an affordable cost
12 (rules)	• ...impacted on the standardisation of rules/codified
13 (supporters)	• ...enabled supporters to travel (with their teams)
14 (competitions)	• ...stimulated the development of football leagues, cups and/or competitions/international competitions

Evaluate critically the impact of socio-cultural factors on the development of Association football from 1850 to today.

(20)

Growth and development: (with development points)		
1	(numbers)	urbanisation/large number of people in one place <ul style="list-style-type: none"> • captive audience
2	(provision for spectator)	provision for spectator <ul style="list-style-type: none"> • specialist facilities • terraces
3	(time)	Fewer working hours <ul style="list-style-type: none"> • more time/time to watch/play • Saturday half day/Wednesday half day • early closing movement
4	(affordable)	Affordable/higher wages/cheap to play <ul style="list-style-type: none"> • can afford transport • entrance or gate money available
5	(fixtures)	fixtures <ul style="list-style-type: none"> • leagues/cups • competitions set up
6	(transport)	improved transport <ul style="list-style-type: none"> • able to get to (away) matches • (lead to) increased regularity
7	(professionalism)	opportunities for professionalism <ul style="list-style-type: none"> • pro. football a good job • a chance to escape factory or urban deprivation
8	(broken time payments)	'broken time' payments <ul style="list-style-type: none"> • working class unable to afford to miss work and were paid to play
9	(class)	became 'the people's game' or the working class game <ul style="list-style-type: none"> • middle class influenced game • game became more respectable • Corinthian casuals
10	(business)	business opportunity <ul style="list-style-type: none"> • running a club
11	(media/literacy/communication)	Improved literacy/communication <ul style="list-style-type: none"> • increased media interest lead to publicity • lead to people reading about team/s or individuals
12	(rules/organisation)	game became standardised <ul style="list-style-type: none"> • more controlled • less violent • ex-public schoolboys set up NGB/FA
13	(law and order)	increased law and order <ul style="list-style-type: none"> • meant less gambling (on football) • game became socially acceptable • church acceptance
14	(public schools)	Public school impact/university melting pot <ul style="list-style-type: none"> • ex university men back to schools as assistant master • spread to other countries

15	(teams)	Expansion through factory or church teams <ul style="list-style-type: none"> • or other example
16	(technology/facilities)	Purpose built or specialist facilities for performer <ul style="list-style-type: none"> • parks • kit or equipment
More recently:		
17	(commercialism)	Increased commercialisation <ul style="list-style-type: none"> • dev/eg
18	(media)	More media coverage/internet/influence <ul style="list-style-type: none"> • dev / eg
19	(minority groups)	Women's game/disability/ethnicity <ul style="list-style-type: none"> • dev / eg
20	(status)	Star status of top players/role models <ul style="list-style-type: none"> • dev / eg
21	(salary)	Salary scales/professionalism <ul style="list-style-type: none"> • dev / eg
22	(European players)	Bosman ruling/non-English players in Premier league <ul style="list-style-type: none"> • dev / eg
23	(technology)	Equipment/kit/facilities/increase in technology <ul style="list-style-type: none"> • dev / eg
24	(Transport development)	International travel available for all <ul style="list-style-type: none"> • dev / eg
25	(Grass roots)	Grass roots scheme <ul style="list-style-type: none"> • dev / eg • FA skill schools • Expansion of school sport
26	(Rules/organisation)	Increase in number of fixture/competition/rule change <ul style="list-style-type: none"> • dev / eg • more officials

Discuss the impact of socio-cultural factors on the development of Association football from 1850 to today.

(20)

1. (mob game)	Background reference to pre-industrial or mob football
2. (1800-1850)	Background reference to first half of nineteenth century when opportunity and provision for football and other sports and pastimes limited
3. (urbanisation)	Background reference to (post1800) urbanisation / migration of lower class from rural to urban areas <ul style="list-style-type: none"> • large numbers in same place / captive audience • Overcrowding / disease
4. (free time)	increased free time <ul style="list-style-type: none"> • shorter working day / shorter working week • ... 12 to 10 hours / 72 to 60 hours • week paid holiday • ... 1870-1890 – first for skilled, then semi-skilled, then unskilled • Factory Act
5. (half day)	Saturday half day <ul style="list-style-type: none"> • ...for factory workers • 1870-1890 – first for skilled, then semi-skilled, then unskilled
6. (early closing)	Early closing movement <ul style="list-style-type: none"> • shop workers half day
7. (transport)	improved transport <ul style="list-style-type: none"> • notably railways • significance of third class tickets (working class could afford to travel) • spectators could travel to 'away' matches • increased the regularity of matches / more fixtures • players could play teams from further away
8. (rules/NGBs)	(so)...rules needed or established / standardisation of rules / codification <p>e.g. regarding numbers on team or 'off side'</p>

	<ul style="list-style-type: none"> Establishment of NGBs FA (in 1863)
9. (competitions)	(so)... leagues or cups of competitions established e.g. FA cup
10. (technology)	Improved technology / purpose built or specialist facilities <ul style="list-style-type: none"> stadia or terraces kit or equipment parks football stadium central feature of many towns e.g. Bristol / London / Manchester/ Birmingham
11. (affordable)	affordable / could afford it / not too expensive / could afford entrance or gate money <ul style="list-style-type: none"> could afford transport (significance of third class travel if not given in 3 above)
12. (broken time payments)	(impact of) 'broken time' payments <ul style="list-style-type: none"> compensation for loss of earnings working class unable to afford to miss work
13. (professionalism)	opportunities for professional players <ul style="list-style-type: none"> professional football a (comparatively) 'good' job But – not a secure job chance for skilled footballers to 'escape' factory or urban deprivation
14. (class)	impact of class <ul style="list-style-type: none"> association football became 'the people's game' or the working class game middle class influenced game / game became more respectable e.g. middle class team - Corinthian casuals
15. (business)	business opportunity <ul style="list-style-type: none"> running a club
16. (literacy)	improved literacy/ education of working class <ul style="list-style-type: none"> supporters could read about team/s or individuals 'working class' or sporting heroes
17. (media)	Increased media interest or publicity <ul style="list-style-type: none"> development of sporting press
18. (law and order)	increased law and order <ul style="list-style-type: none"> ...so less gambling (on football) ...so game became socially acceptable
19. (ex public school boys)	impact / influence of ex public schoolboys e.g. helped to establish FA in 1863 <ul style="list-style-type: none"> university melting pot ex university men back to schools as assistant master spread of game throughout country, Europe or Empire e.g. via teachers or army officers or parents or politicians or vicars or priests or industrialists or community members or leaders
20. (factory and church)	expansion through factory or church teams <ul style="list-style-type: none"> Church acceptance e.g. Everton or other example
	More recently - today:
21. (golden triangle)	impact of 'golden triangle' / increased impact of media or sponsorship <ul style="list-style-type: none"> game as highly commercial business product especially the men's game Sky v terrestrial viewing opportunities / pay per view TV rights
22. (role models)	top players as superstars or role models <ul style="list-style-type: none"> Positive and negative role models high salaries for top players e.g. Wayne Rooney or other example
23. (minority groups)	involvement by minority groups <ul style="list-style-type: none"> gender discrimination impacting on female development (until more recently) e.g. women or other example <ul style="list-style-type: none"> reference to women's football in London 2012 Olympics Development of women's (Super) league Kick racism out of football
24. (foreign players)	Foreign players <ul style="list-style-type: none"> Bosman rules / non-English players in Premier League e.g. accept any suitable example
25. (transport)	transport developments <ul style="list-style-type: none"> cheap international travel
26. (grass roots)	grass roots <ul style="list-style-type: none"> FA skill schools Expansion of school sport
27. (comps)	more fixtures or competitions <ul style="list-style-type: none"> rule changes more officials international competition
28. (technology)	Impact of modern technology <ul style="list-style-type: none"> Influence of internet Football info via Smartphones e.g. goal line technology e.g. ref's mic